KONAMI®

859

Service #

708-215-5100

Jerry Korbecki ext. 122

INSTRUCTION MANUAL

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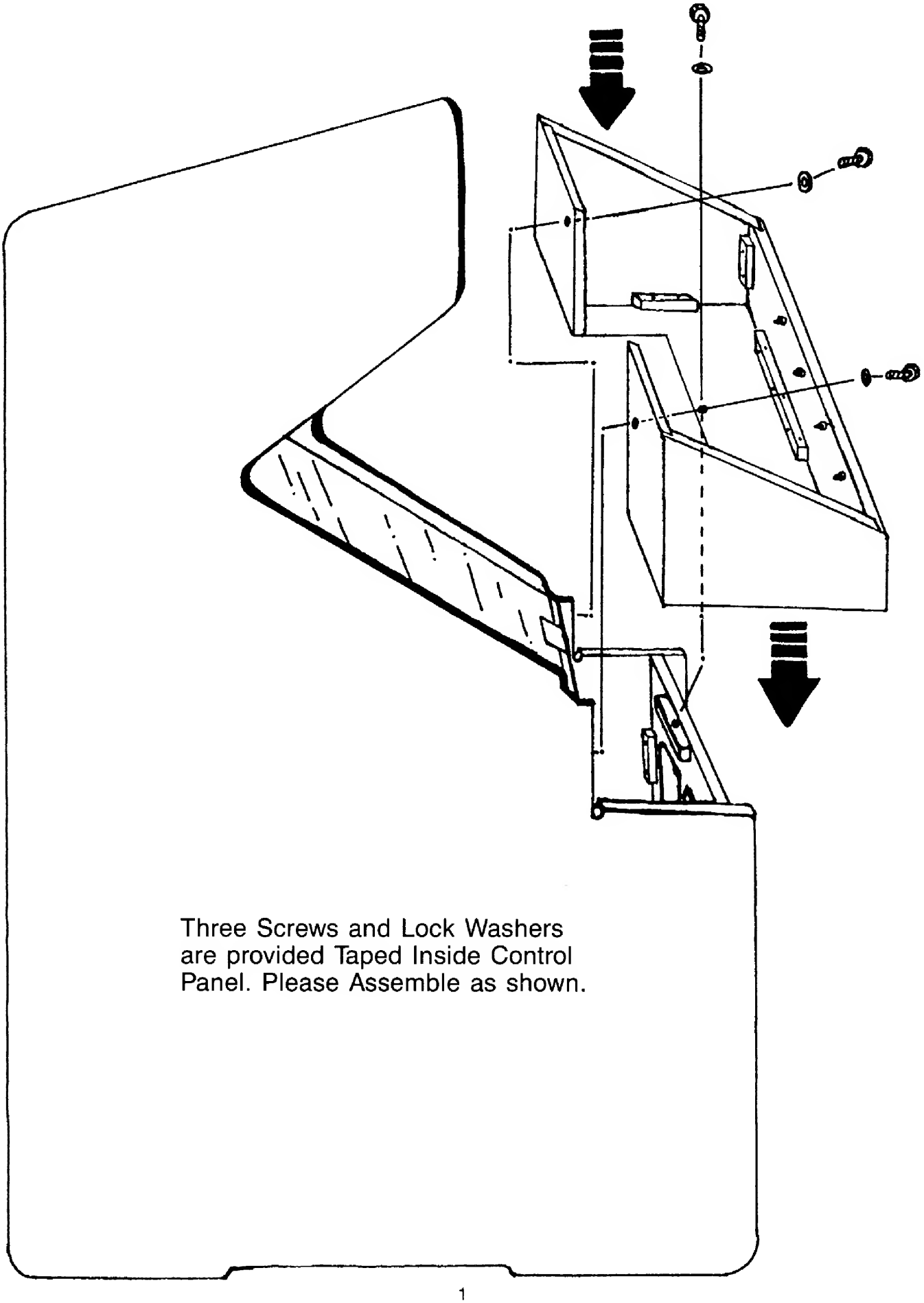
Part No. 081400

VENDETTA™ PARTS LIST

Part #	Description
072010	AC Harness
072011	DC Harness
081003	Vendetta PCB
081100	Vendetta Control Panel Overlay
081101	Instruction Decal
081200	Marquee
081300	Upper Right Side Decal
081301	Upper Left Side Decal
081302	Middle Right Side Decal
081303	Middle Left Side Decal
081304	Lower Right Side Decal
081305	Lower Left Side Decal
081400	Manual
30110	Red Button
30112	Blue Button
30118	Yellow Button
30119	Green Button
30202	Switch Holder
30250	Palnuts
30304	Red Joy Stick
30305	Blue Joy Stick
30306	Green Joy Stick
30307	Yellow Joy Stick
35404	Power Supply
40356	Tempered Glass
40524	Monitor

CONTROL PANEL ASSEMBLY



Three Screws and Lock Washers are provided Taped Inside Control Panel. Please Assemble as shown.

VENDETTA™ TECHNICAL INFORMATION

TECHNICAL INFORMATION

(1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
*See the Wiring Diagram.
(2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
(3) The monitor should be horizontally installed.
(4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise for increased volume. In monaural output mode, use the left volume knob.
(5) Handle with care.

PLAY INSTRUCTION

- 1 to 4 players.
- Decide the character you want to control out of the four Cobras. Deposit coin(s) in coin slot of your favorite character and press the punch or kick button to start the game.
- Control your character using the 8-way joystick and attack the enemies by using the punch and kick button.
- Press the punch and kick button simultaneously for a stronger attack.
- Waggle the joystick or press the button repeatedly to avoid enemy attack when you are captured or floored.
- Press the punch and kick button on coming closer to the enemies to hold them for your advantageous attack. (e.g.—You can head-lock the enemies, throw them away and etc.)
- Pick up weapons (a bat, a knife, a shotgun and etc.) for special attack. And pick up items on the ground (a wooden box, a gasoline drum, a water bucket, a bottle, a barrel and etc.) to throw at enemies.
  *Please note: All items as weapons are limited in number of their use.
- Pick up food (a roast chicken and etc.) to restore your energy.
- You will lose a life when your energy is exhausted. The game is over when you have used up all your lives.
- There are 8 stages and one extra stage. Each stage has three or four scenes.
- You may continue the game as many times as you want. Any player can join at any time.

CABINET INFORMATION

(1) Use a multi control upright cabinet with four sets of an 8-way joystick and two function buttons.
(2) Four independent coin slots are necessary. Start buttons are substituted by the function buttons for each player.

8-Way Joystick

Punch Button

Kick Button

SELF TEST

Normal: OK will be displayed. Then the game will start.
Abnormal: BAD will be displayed and self test will repeat itself. If "13B BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

MANUAL TEST

(1) HOW TO START
After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MENU SCREEN of the Manual Test.
NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE
Select "EXIT" on the MENU SCREEN to return to the game mode.

(3) ITEMS AND HOW TO SELECT
Move arrow with 1P JOYSTICK to desired test and press 1P PUNCH button to begin. Select "EXIT" to return to the MENU SCREEN.

1. ROM Check
2. Screen Check
3. Color Check
4. I/O Check
5. Music Check
6. Sound Check
7. Coin, Game Options

.EXIT

(4) EXPLANATION OF THE ITEMS

1. ROM CHECK
Roms will be checked one after another, and the message "OK" or "BAD" and check-sums will be displayed on the screen.
In this test only, you cannot return to the MENU SCREEN until the test is through.
2. SCREEN CHECK
Adjust focus, alignment, size, etc. using the cross-hatch screen.
3. COLOR CHECK
Adjust color brightness.
4. I/O CHECK
Check all the joysticks and buttons to see "1" when switched on.
5. MUSIC CHECK
Select "NEXT MUSIC" to change music.
6. SOUND CHECK
Next sound code is called automatically. Select "NEXT SOUND" to change it quicker.

VENDETTA™ GAME SET UP

7. COIN, GAME OPTIONS

Following screen will appear. Use JOYSTICK to select the option to modify and press PUNCH button. After modification is completed in the sub-screen, select EXIT to save and return to this screen.

7. COIN, GAME OPTIONS

7-1. COIN SETTING
STARTING 1 COIN 1 CREDIT
CONTINUE 1 COIN 1 CREDIT
7-2. NUMBER OF PLAYERS
2 PLAYERS
7-3. DIFFICULTY
NORMAL
7-4. SOUND IN ATTRACT MODE
ON
7-5. VIDEO SCREEN FLIP
NORMAL
7-6. SOUND OUTPUT
STEREO
7-7. FACTORY SETTING
.EXIT

7-1. COIN SETTING

Selecting this item, the screen shows following options.

PREMIUM START SETTING

○ OFF
ON
EXIT

	COINS	CREDITS
○	1	1
	1	2
	1	3
	1	4
	1	5
	1	6
	1	7
	2	1
	2	3
	2	5
	3	1
	3	2
	3	4
	4	1
	4	3
	4	5

① When "PREMIUM START OFF" is selected, the number of coins necessary for starting and for continuation will be the same. Select "EXIT" and return to the original screen.

VENDETTA™ GAME SET UP (Cont.)

② When "PREMIUM START ON" is selected, choose the number of extra coins for premium start, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers.

PREMIUM START SETTING

OFF
○ ON
EXIT

NUMBER OF EXTRA COINS FOR PREMIUM START	COINS	CREDITS
○ 1	○ 1	1
2	1	2
3	1	3
4	1	4
5	1	5
	1	6
	1	7
	2	1
	2	3
	2	5
	3	1
	3	2
	3	4
	4	1
	4	3
	4	5

*○ shows recommended setting for PREMIUM START

7-2. NUMBER OF PLAYERS LIVES

. 1 LIFE
○ . 2 LIVES
. 3 LIVES
. 4 LIVES
. 5 LIVES
. 6 LIVES
. 7 LIVES
.EXIT

7-3. DIFFICULTY LEVEL

. EASY
○ . NORMAL
. DIFFICULT
. VERY DIFFICULT
.EXIT

7-4. SOUND IN ATTRACT MODE

. OFF
○ . ON
.EXIT

7-5. VIDEO SCREEN FLIP

○ . NORMAL
. UPSIDE DOWN
.EXIT

7-6. SOUND OUTPUT

. MONAURAL
○ . STEREO
.EXIT

* ○ shows recommended settings.

7-7. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING."

VENDETTA™: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

CN3
3P
CONTROLS

1	Coin 3	White/Violet
2	Empty	
3	3P Left	White/Red
4	3P Right	White/Yellow
5	3P Up	White/Black
6	3P Down	White/Blue
7	3P Punch	White/Brown
8	3P Kick	White/Orange
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

CN4
4P
CONTROLS

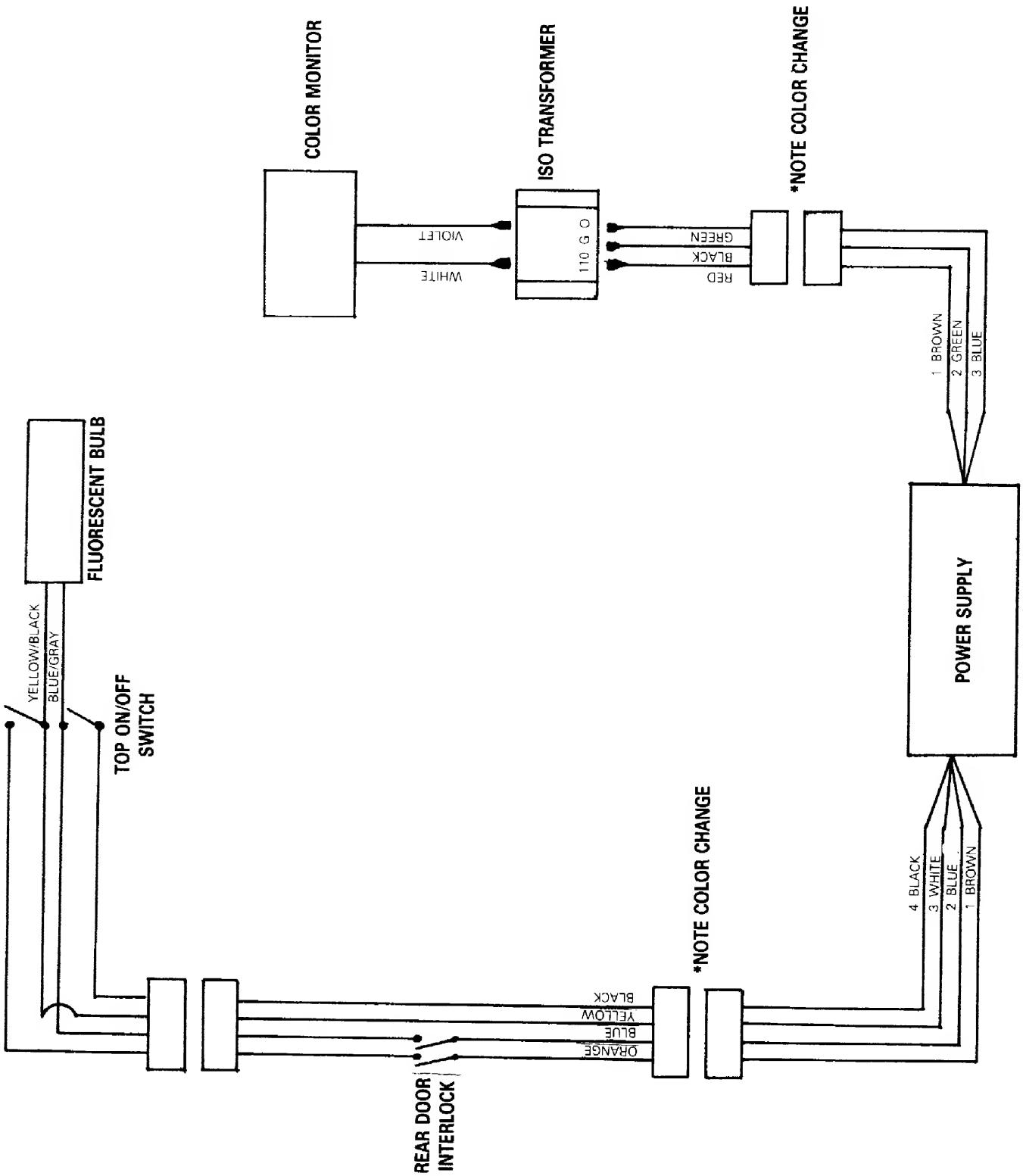
1	Coin 4	Blue
2	Empty	
3	4P Left	Yellow/Black
4	4P Right	Brown/Black
5	4P Up	Green/Yellow
6	4P Down	Yellow/Red
7	4P Punch	Yellow/White
8	4P Kick	Yellow/Blue
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

VENDETTA™: WIRING HARNESS

WIRE COLOR KEY:	Solder Side ←		→ Parts Side		
BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+12V DC	F	6	+12V DC	ORANGE
	*KEY	H	7	*KEY	
	(EMPTY)	J	8	COIN COUNTER	GREEN/VIOLET
	(EMPTY)	K	9	(EMPTY)	
	(EMPTY)	L	10	(EMPTY)	
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	TEST	YELLOW
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
	NOT USED	U	17	(EMPTY)	
BLUE/YELLOW	2P UP	V	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	W	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	X	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Y	21	1P RIGHT	GRAY/WHITE
BLACK/YELLOW	2P PUNCH	Z	22	1P PUNCH	RED/WHITE
ORANGE/GRAY	2P KICK	a	23	1P KICK	GREEN/BROWN
	NOT USED	b	24	NOT USED	
	NOT USED	c	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

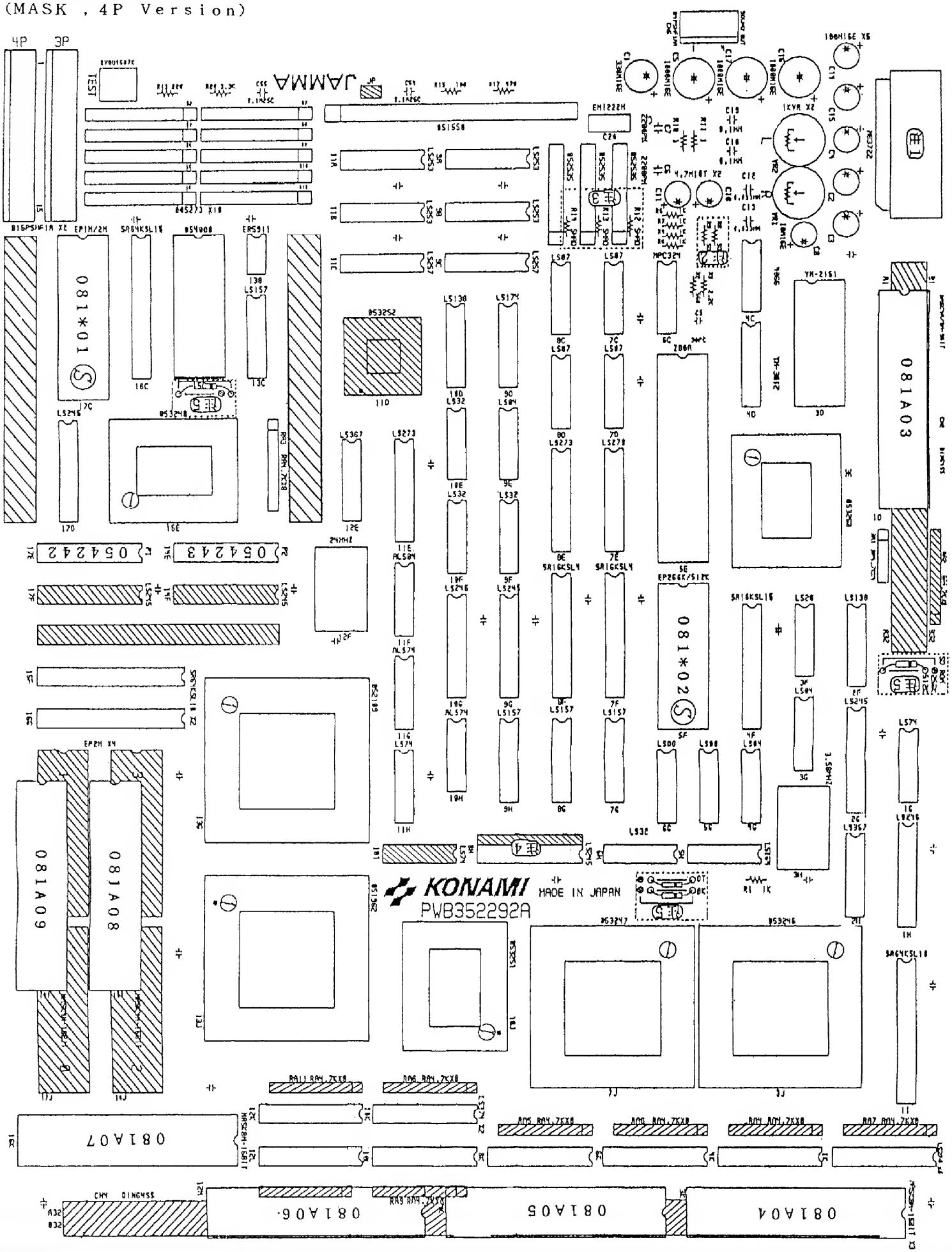
(BASE COLOR/LINE COLOR)

AC WIRING HARNESS



ASSEMBLY DRAWING
GX081 PWB352292A
(MASK , 4P Version)

352654



WIRING DIAGRAM

NOT APPLICABLE	2A	2A	1A	+12V REQUIRED POWER CAPACITY
4Ω 15W 4Ω 15W	4Ω 15W	8Ω 8W 8Ω 8W	8Ω 8W	STEREO
4Ω 15W 4Ω 15W	4Ω 15W	8Ω 8W 8Ω 8W	8Ω 8W	LEFT
4Ω 15W 4Ω 15W	4Ω 15W	8Ω 8W 8Ω 8W	8Ω 8W	RIGHT
				MONAURAL

POWER SUPPLY: GND, +5V (4A), +12V

COIN COUNTER1, COIN COUNTER2

COLOR MONITOR: RED, GREEN, BLUE, SYNC, GND

GND COIN2 GND COIN1 GND TEST GND SERVICE1

CONTROL FOR 1P: 1P-UP, 1P-DOWN, 1P-LEFT, 1P-RIGHT, 1P-PUNCH, 1P-KICK, GND

CONTROL FOR 2P: 2P-UP, 2P-DOWN, 2P-LEFT, 2P-RIGHT, 2P-PUNCH, 2P-KICK, GND

GND COIN3 GND SERVICE2

CONTROL FOR 3P: 3P-LEFT, 3P-RIGHT, 3P-UP, 3P-DOWN, 3P-PUNCH, 3P-KICK, GND

GND COIN4 GND SERVICE3

CONTROL FOR 4P: 4P-LEFT, 4P-RIGHT, 4P-UP, 4P-DOWN, 4P-PUNCH, 4P-KICK, GND

GND SERVICE4

- NOTE -

1. 1P:NO.1 PLAYER 2P:NO.2 PLAYER
   3P:NO.3 PLAYER 4P:NO.4 PLAYER
2. SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.
3. YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME.

SPEAKER OUTPUT
4P NH CONNECTOR
B4P-SHF-1AA J.S.T.
CN5

1	SPEAKER(+)	3	SPEAKER(-)
2	SPEAKER(-)	4	SPEAKER(+)

JAMMA 56PIN EDGE CONNECTOR
5/32 INCH PITCH

PARTS SIDE		SOLDER SIDE
1	GND	A
2	GND	B
3	+5V	C
4	+5V	D
5		E
6	+12V	F
8	COIN COUNTER1	J
9		K
10	SPEAKER(+)	L
11		M
12	RED	N
13	BLUE	P
14	VIDEO GND	R
15	SERVICE1	S
16	COIN1	T
17		U
18	1P-UP	V
19	1P-DOWN	W
20	1P-LEFT	X
21	1P-RIGHT	Y
22	1P-PUNCH	Z
23	1P-KICK	a
24		b
25		c
26	SERVICE2	d
27	GND	•
28	GND	f

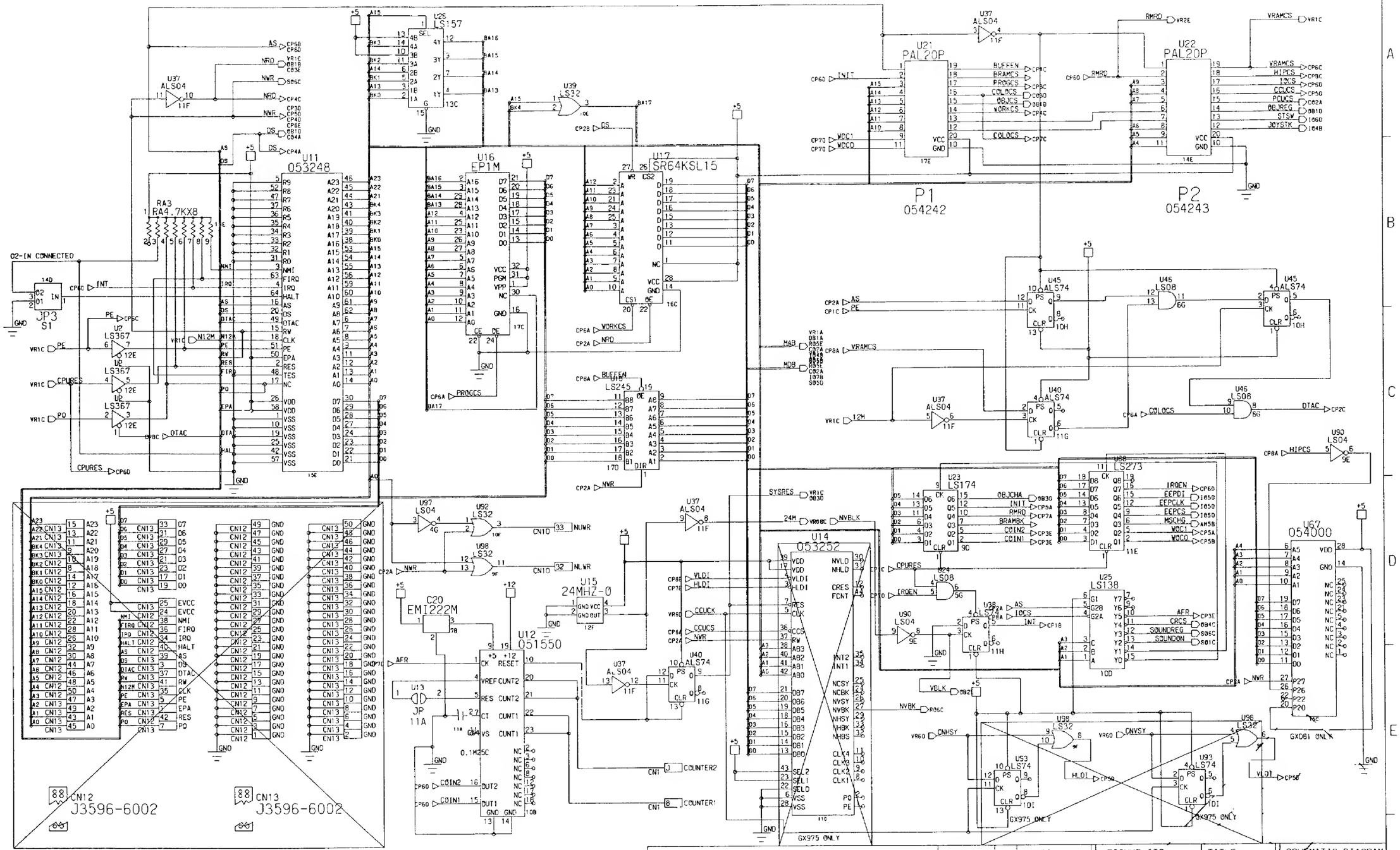
EXTENSION I/O
15P NH CONNECTOR
B15P-SHF-1AA
CN8

1	COIN3	2	
3	3P-LEFT	4	3P-REGHT
5	3P-UP	6	3P-DOWN
7	3P-PUNCH	8	3P-KICK
9		10	
11	SERVICE3	12	
13		14	GND
15	GND		

EXTENSION I/O
15P NH CONNECTOR
B15P-SHF-1AA
CN9

1	COIN4	2	
3	4P-LEFT	4	4P-RIGHT
5	4P-UP	6	4P-DOWN
7	4P-PUNCH	8	4P-KICK
9		10	
11	SERVICE4	12	
13		14	GND
15	GND		

GX081
PWB 352292A



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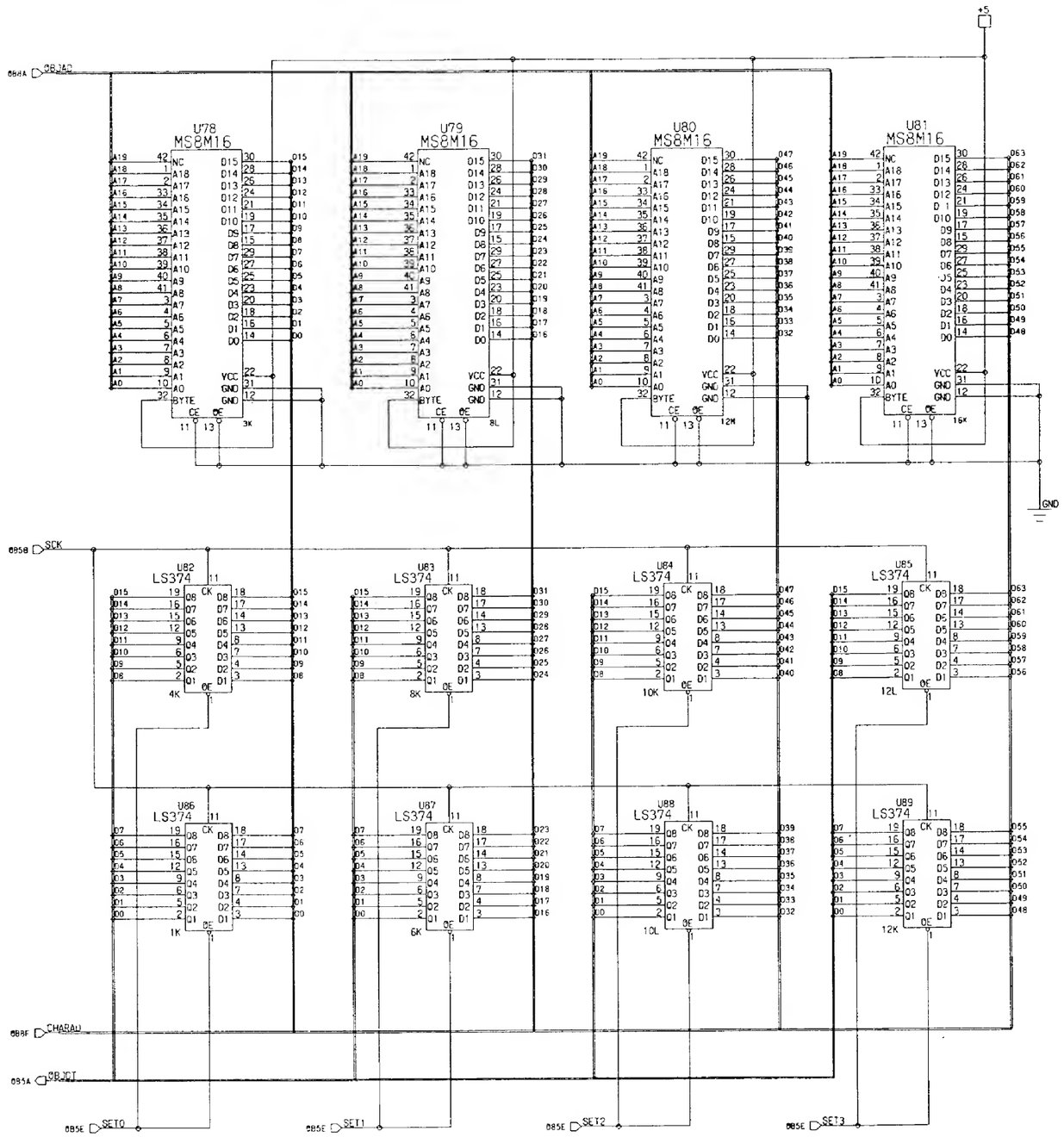
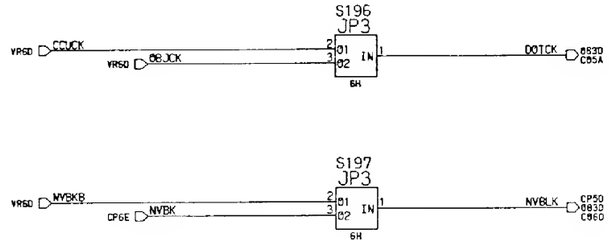
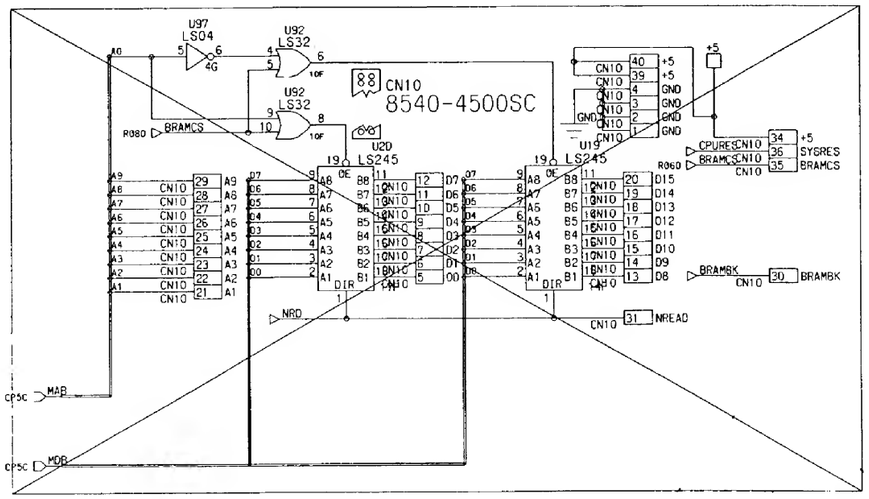


GX975 USES 01-IN CONNECTION
GX081 USES 02-IN CONNECTION





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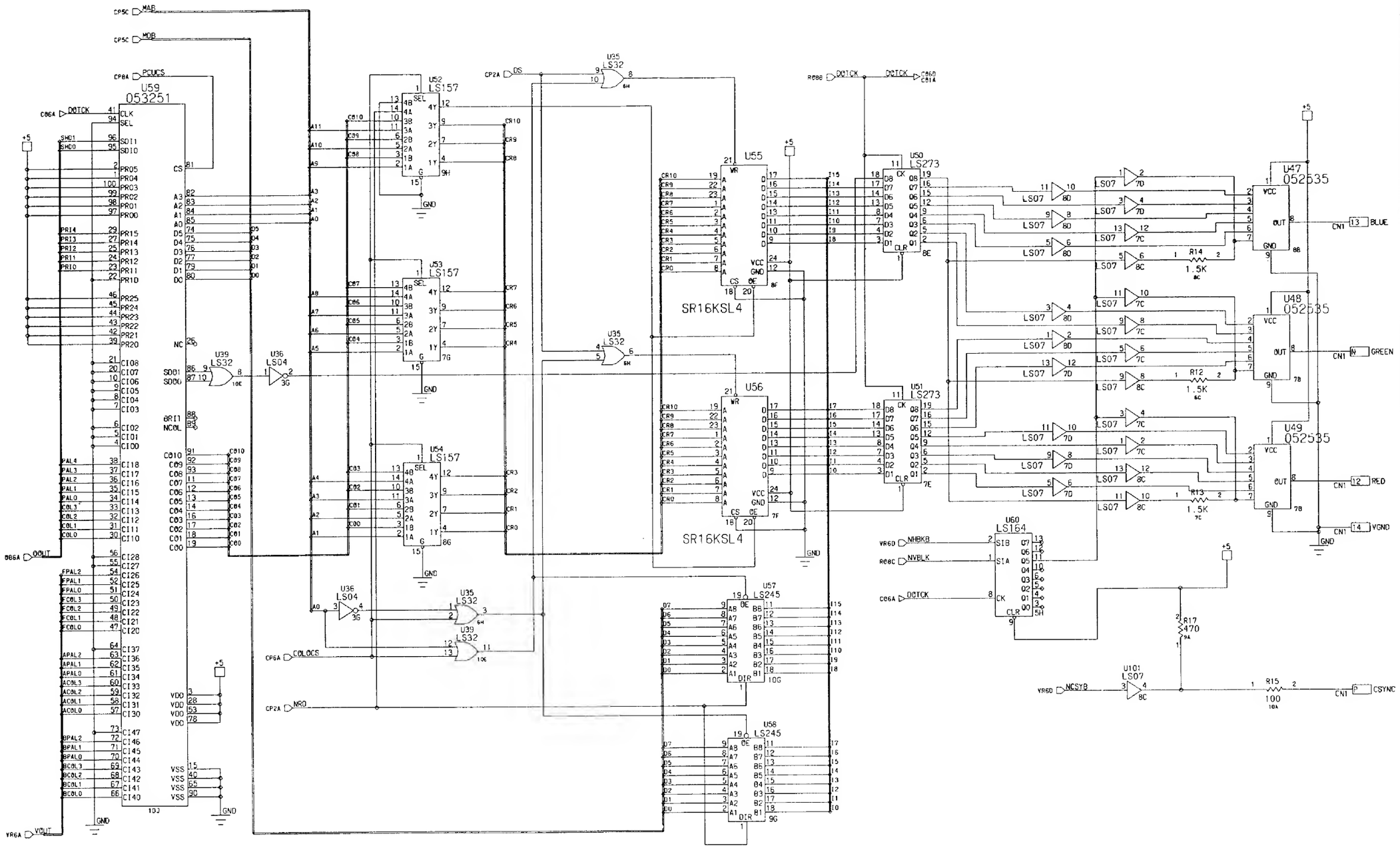

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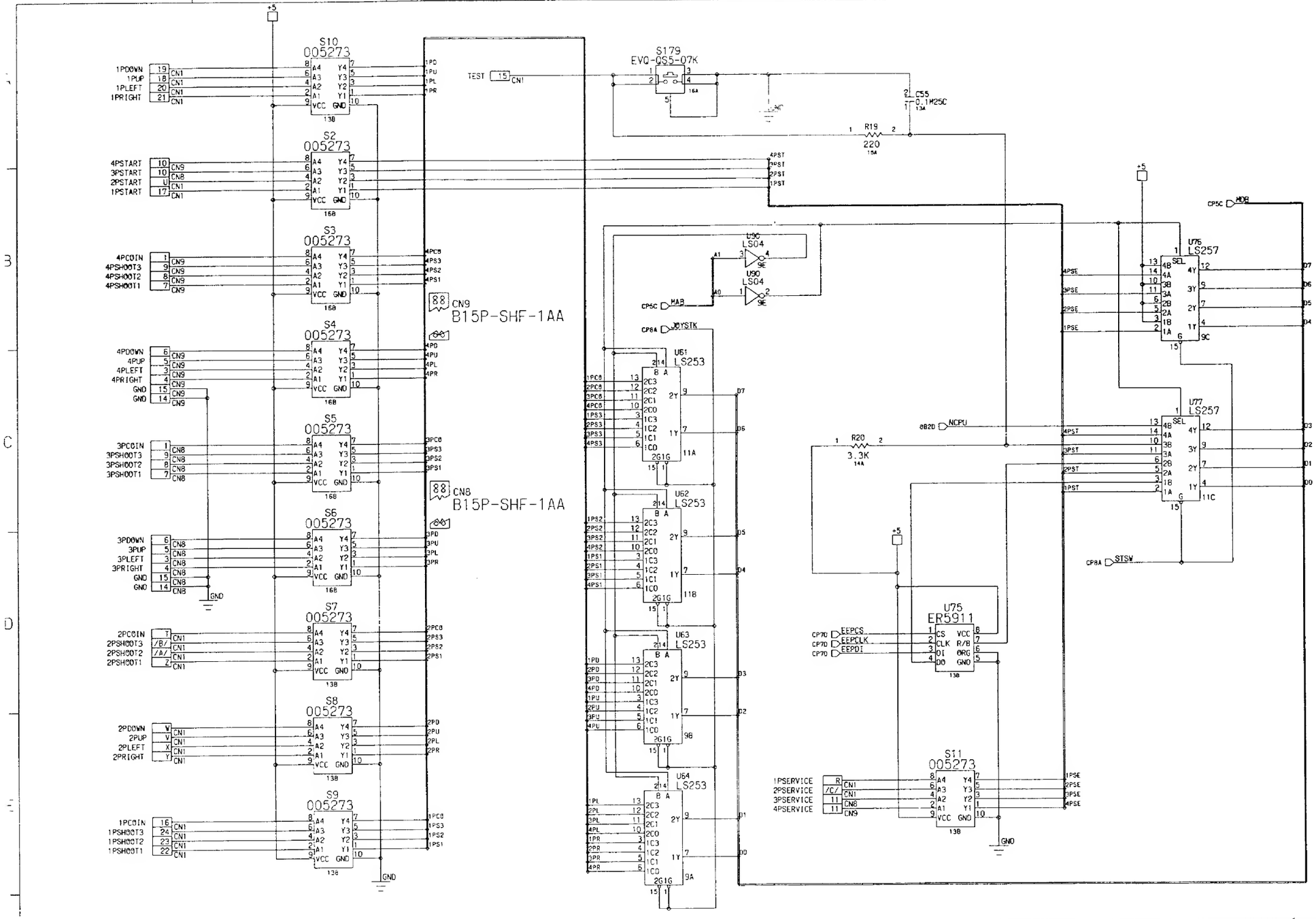

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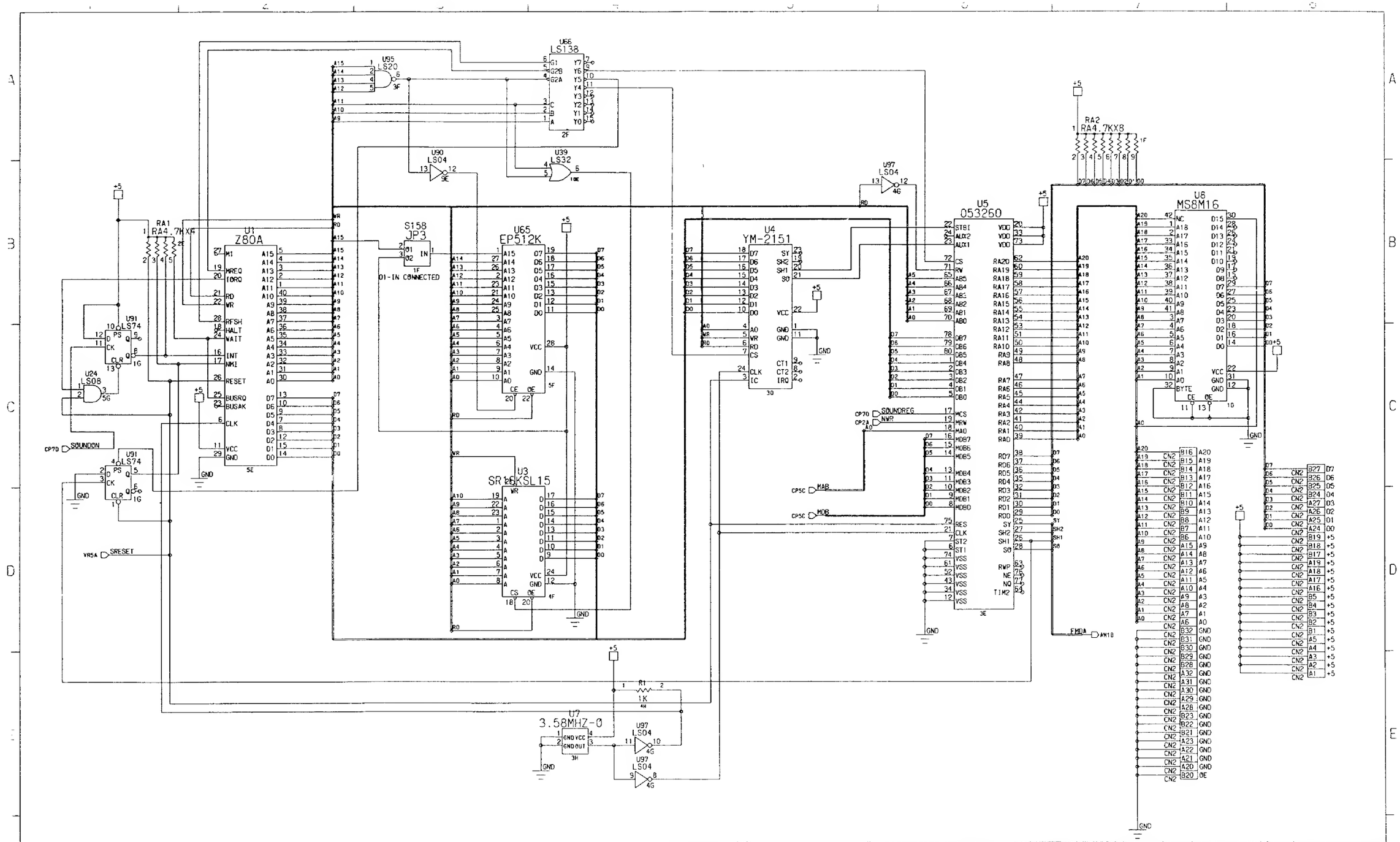

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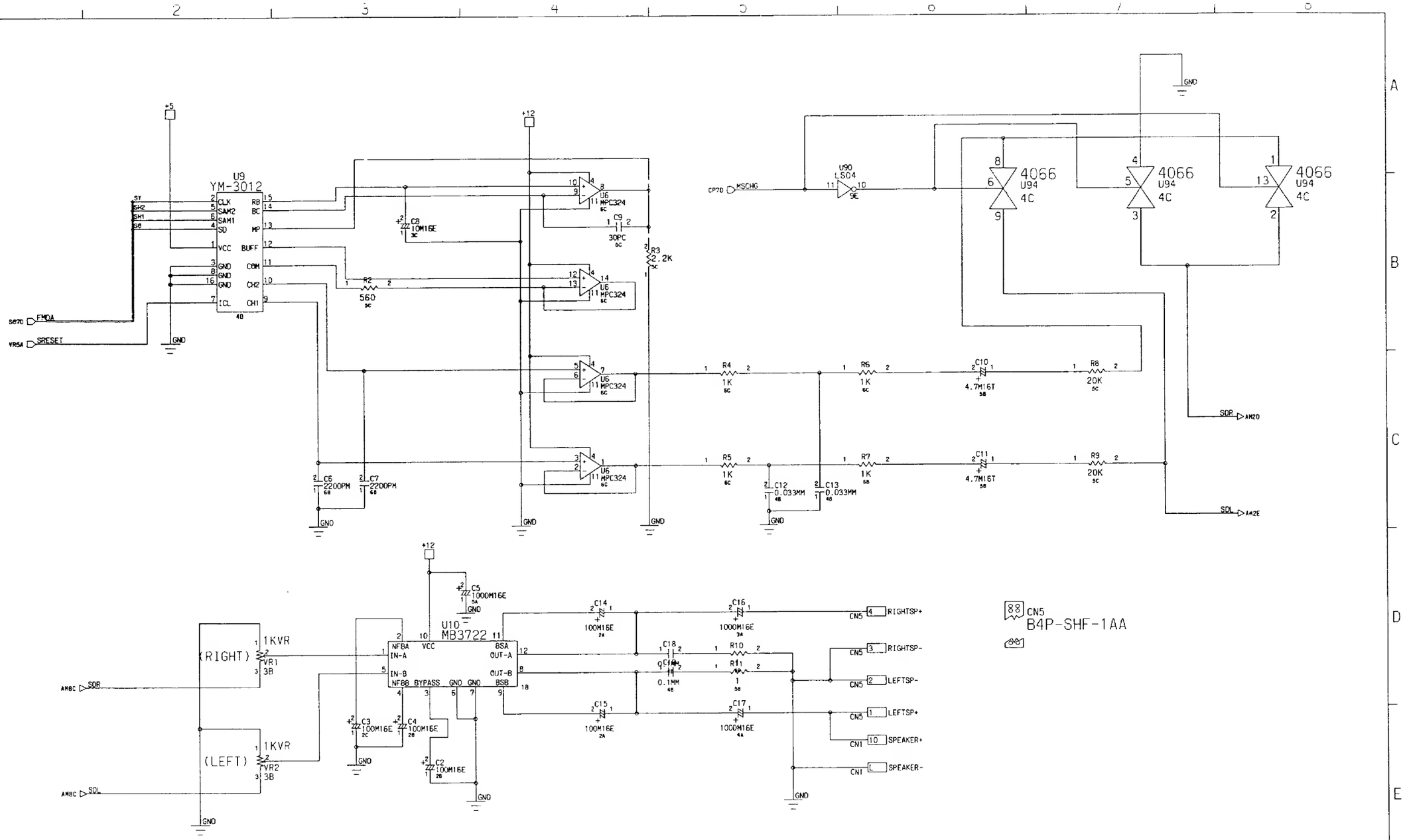

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DRAWING

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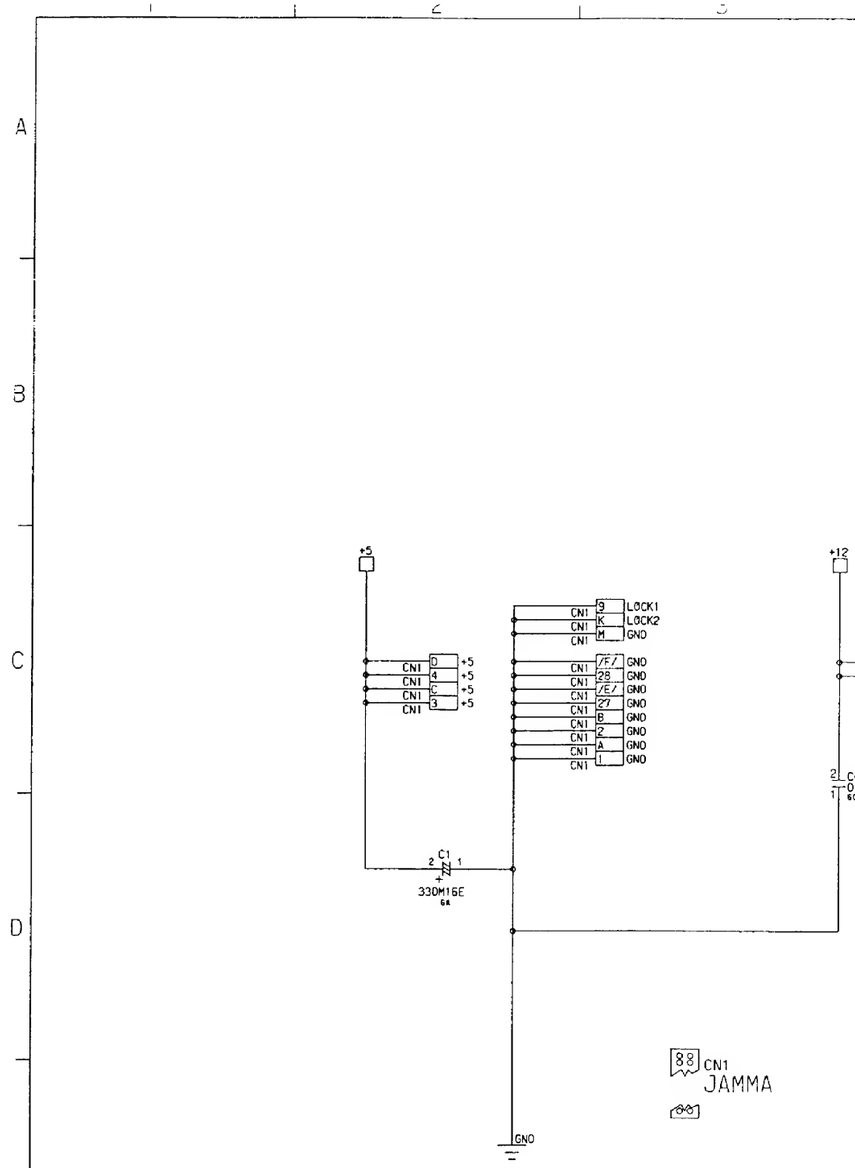

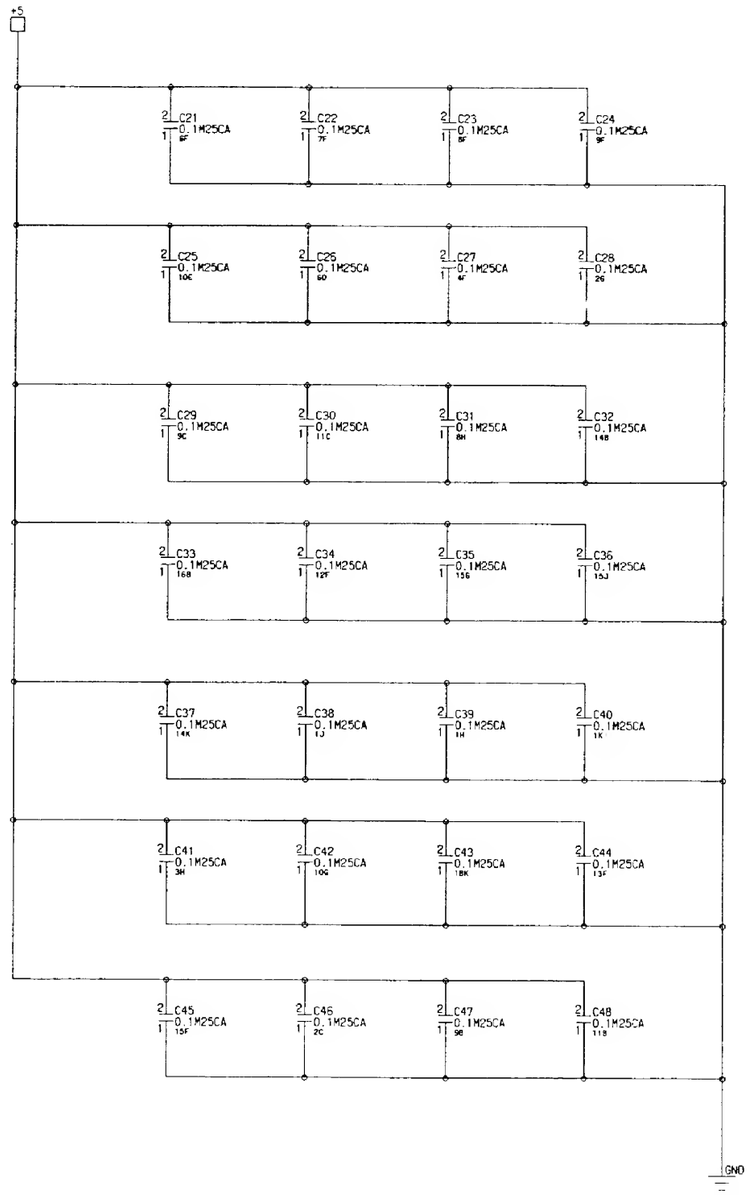

--- NOTES ---

+5 : VCC(+5V)

+12 : VCC(+12V)

GND : GND

CN1 : JAMMA EDGE 56P

CN2 : 64P DIN CONNECTOR

CN3 : 64P DIN CONNECTOR

CN4 : 64P DIN CONNECTOR

CN5 : 4P NH CONNECTOR

CN8 : 15P NH CONNECTOR

CN9 : 15P NH CONNECTOR

CN10 : 8540-4500SC

CN12 : J3596-6002

CN13 : J3596-6002

: NOT USED

KINDS OF CAPACITOR

C : CERAMIC

E : ELECTROLYTIC

M : MYLAR

T : TANTALUM

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DRAW	KEISUKE ITO	SUBTITLE	PASCON
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SCALE		REG.TYPE	GX081 PWB352292A
TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
DATE	91.05.20		

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE. THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

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